

ERA II		EFFECTIVE PUNCHES LANDED CHART												1867-1875			
HW and MW																	
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
14	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	
13	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	
12	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
11	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	
10	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
9	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	
8	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
7	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
6	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
5	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
2	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
LW and FW																	
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
14	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	
13	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	
12	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	
11	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	
10	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	
9	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	
8	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	
7	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	
6	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
5	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	
4	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	
3	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	
2	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
1	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	
0	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	
With this being the first ERA where wrestling down an opponent is forbidden, old habits are hard to break!																	
A Roll of 5 triggers the Fighter rolling being wrestled down. That fighter wins the Round.																	
The Fighter that wrestled him down is charged with a FOUL.																	
A Roll of 6 triggers either a FOUL, CUT or INJURY. If triggered, Roll 2d6 using the FOULS, CUTS and INJURIES Chart.																	
Even if the CONTROL Roll effects total number of punches, still check FOUL, CUT or INJURY Chart if 6 is Rolled.																	